

ALSO AVAILABLE
FROM **THQ**



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SEGA

Dreamcast™



SKATEBOARDING
FEATURING ANDY MACDONALD

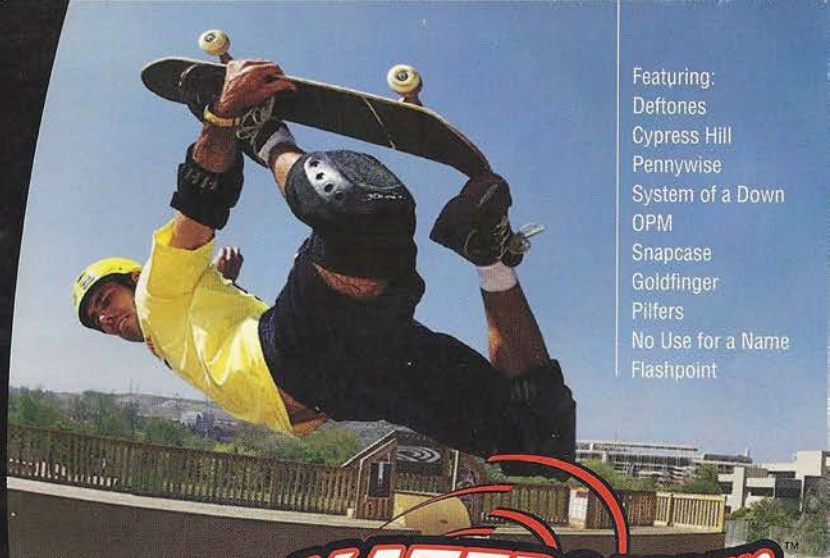
DARKBLACK

THQ



T-1004N

Featuring:
Deftones
Cypress Hill
Pennywise
System of a Down
OPM
Snapcase
Goldfinger
Pillfers
No Use for a Name
Flashpoint



WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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Getting Started



Power Button
This turns the unit ON or OFF

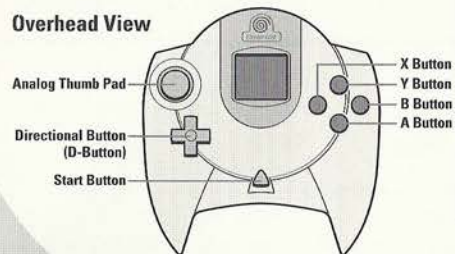
Open Button
Press to open the Disc Door

Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

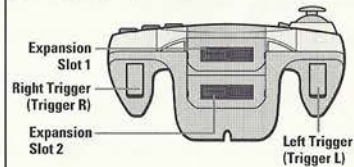
MTV SPORTS™: SKATEBOARDING™ featuring Andy Macdonald is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game data.

Default Controls

Overhead View



Forward View



To return to the Title screen at any time during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

MENU SELECTIONS

MENU SELECTIONS	ACTION
D Button $\uparrow/\downarrow/\leftarrow/\rightarrow$	Choose selection
A Button	Confirm selection
X Button	Get information
Y Button	Return to previous menu

BUTTON/COMBO	ON GROUND	IN AIR
A Button	Hold to Crouch Hold to Accelerate Release to Ollie	
X Button	Hold to Accelerate	Initiate Flip Trick
B Button	Hold to Accelerate	Initiate Grab Trick
Y Button	Initiate Flatland Trick	Initiate Grind Trick
\uparrow	Release Flatland Trick	
\leftarrow/\rightarrow	Turn left	Rotate left
\rightarrow/\leftarrow	Turn right	Rotate right
\downarrow	Slow down	
\swarrow/\searrow	Sharp turn	
R Trigger		180° rotate right
L Trigger		180° rotate left

FLATLAND TRICKS: D Button + Y Button = TRICK

\uparrow + Nose Wheelie	\uparrow + \uparrow + Waddy Flip
\nearrow + Casper Slide	\nearrow + \nearrow + 2-Foot Nose Wheelie
\rightarrow + Primo Slide	\rightarrow + \rightarrow + Powerslide (right)
\searrow + 2-Wheel Powerslide	\searrow + \searrow + Kickback
\downarrow + Manual Roll	\downarrow + \downarrow + 1-Foot Wheelie
\swarrow + Wildthing	\swarrow + \swarrow + Handstand
\leftarrow + Primo Flip	\leftarrow + \leftarrow + Powerslide (left)
\nwarrow + 1-Foot Nose Wheelie	\nwarrow + \nwarrow + Handstand Fingerflip

GRIND TRICKS: D Button + Y Button = TRICK (Y Button=5050 if trick is not selected)

\uparrow + Nose Slide	\uparrow + \uparrow + One Foot Nose Grind
\nearrow + K-Grind	\nearrow + \nearrow + One-Footed Smith Grind
\rightarrow + Smith Grind	\rightarrow + \rightarrow + Darkslide
\searrow + Feeble Grind	\searrow + \searrow + Nose Grind
\downarrow + Tailslide	\downarrow + \downarrow + Hurricane Grind
\swarrow + Bluntslide	\swarrow + \swarrow + Nose Bluntslide
\leftarrow + Boardslide	\leftarrow + \leftarrow + Crail Slide
\nwarrow + Salad Grind	\nwarrow + \nwarrow + Five O Grind

GRAB TRICKS: D Button + B Button = TRICK (hold B Button to prolong grab)

↑ + Stalefish	↑ + ↑ + Dark Air
↗ + Indy Nose	↗ + ↗ + Benihana
→ + Indy	→ + → + Airwalk
↘ + Method	↘ + ↘ + Christ Air
↓ + Tailgrab	↓ + ↓ + Saran Wrap
↙ + Melanchollie	↙ + ↙ + Rocket Air
← + Japan Air	← + ← + Varial
↖ + Mute	↖ + ↖ + Madonna

FLIP TRICKS: D Button + X Button = TRICK

↑ + Pressure Flip	↑ + ↑ + Kickflip Indy (Vert) Double Kick Flip
↗ + Pop Shoveit	↗ + ↗ + Sal Flip (Vert)/ Underflip
→ + 360 Flip	→ + → + McTwist (Vert)/ Double Heel Flip
↘ + Back-Footed Flip	↘ + ↘ + 360 Underflip
↓ + Heelflip	↓ + ↓ + Casperflip
↙ + Impossible	↙ + ↙ + Cerio (Vert)/ Backfoot Underflip
← + Kickflip	← + ← + Frontfoot Impossible (Vert)/ Chopper Flip
↖ + Heelflip Shoveit/ 6 Underflip (Vert)	↖ + ↖ + Hardflip

Message from Andy Macdonald

When I was about 11 years old, I had a friend who always had the newest and coolest toys of all the guys. I'll never forget the day he called me up to come check out his new "home video game system." It was called "Pong." We spent hours bouncing a little square ball back and forth across the black and white TV screen.

Skateboarding took hold of my life soon after and I've done little gaming since – until now. A few words of caution though, before you become totally addicted: Remember that it's just a video game.

Everyone skates better in the game than in real life. It's important to remember that in real life, you don't get a reset button. It's your life. Get out there and live it.

Try skateboarding for real! It's much more challenging than any video game will ever be ... Sk-8 HRD.



Andy Mac

Main Menu

Use the D Button \leftarrow/\rightarrow to find a game mode or option. Press the A Button to make your selection.

Single Player: Find every hidden item by skating through the Single Player mode. See page 11 for more info.

Multi Player: Four players can play against each other. See page 13 for more information.

Options: Customize Music, Sound, and more! See Options on page 9.

Game Controls: Press \leftarrow/\rightarrow to toggle between the Default and Alternate settings for Player One. Press the A Button to confirm your selection and advance to the Player Two settings. Repeat the process until all available controller settings have been customized.

Credits: View the team behind *MTV SPORTS™: SKATEBOARDING™* featuring Andy Macdonald.

Load and Save: Access the VMU options. See Saving and Loading on page 10.

High Scores: View the best times and scores for each course.



Options

Music Volume: Press \leftarrow/\rightarrow to increase or decrease the music.

Sound Volume: Press \leftarrow/\rightarrow to increase or decrease the sound effects.

Music Video: Change the in-game music/video selection.



Saving and Loading

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game data.

SAVING A GAME

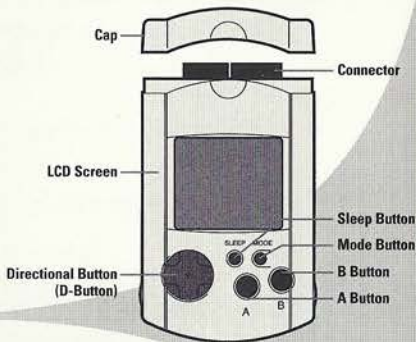
Highlight SAVE with the D Button and press the A Button to save your game. Do not remove the Visual Memory Unit while saving a game.

A message will confirm the save. Press the A Button to return to the Main Menu.

LOADING A GAME

Highlight LOAD with the D Button and press the A Button to load a previously saved game. Do not remove the Visual Memory Unit while loading a game.

A message will confirm that your game was loaded successfully. Press the A Button to return to the Main Menu.



Single Player Modes

FREEPLAY

Practice extreme tricks and combos to perfect your skills for the real competition. First choose a Pro-Skater, then choose a course. With unlimited time, practice the tricks until you can pull 'em off in your sleep!



LIFESTYLE

Take a local skater from the bottom of the rankings to the championship. Participate in local, regional and international competitions to win better gear and sponsorships.

Shred the competition and make your way to the ultimate challenge – the MTV Stadium. If you're good enough, your sponsors could give you a big "push" in the industry.

Good luck!



HIGH SCORE

Pull off mad tricks and combos to beat the high score. You better hurry 'cuz you only have 2 minutes and 30 seconds to do it!



MTV HUNT

Collect the MTV Icons and Skateboard fragments before time runs out. Collect them all to unlock hidden boards.



SURVIVAL

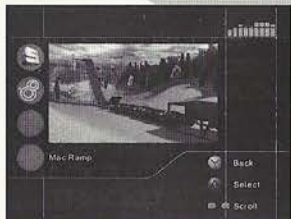
You start with 30 seconds and gain additional time by performing trick combinations.

The greater the combo, the more time you're awarded. Survive the longest to win.



STUNT MODE

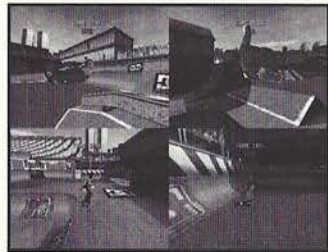
Complete a number of daredevil stunts, phat tricks and huge transfers, then make it across the finish line before time runs out!



M Multiplayer Modes

BATTLE

Two skaters compete head-to-head in a battle of tricks. Each player begins with 100,000 points. As you complete tricks, points are added to your score and removed from the opponent's score. When a player reaches 0 points, the game is over.



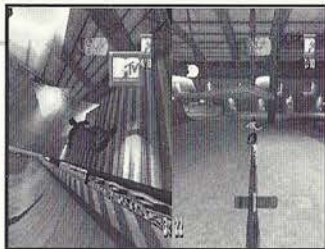
TIME BOMB

One skater begins with a bomb. The bomb has a timer of 65 seconds. Pass the bomb off to another skater before time runs out or it's "game over." The last player with the bomb loses.



MTV HUNT

Collect more MTV Icons than your opponent, but don't bail! The player with the most Icons when time runs out is the winner.



DEATHMATCH

The object is to knock your opponent off his board more times than he can knock you down. Power-ups are scattered around the park to help each skater.



Playing A Game

To begin, select a game mode from either SINGLE PLAYER or MULTIPLAYER.

SKATER SELECT

Now choose a skater based on his or her statistics:

- **Acceleration** shows a skater's ability to gain speed from a standstill.
- **Maneuverability** determines each skater's ability to move through a course.
- **Balance** helps each character grind long rails.
- **Rotation** determines how much a skater will spin in the air.



TRACK SELECT

Next, select a track to skate on. In the beginning, there will only be a few tracks to choose from. As you progress through the game, more tracks will become available.



MUSIC SELECT

While the game is loading, you can choose a music track by pressing \leftarrow/\rightarrow on the D Button. Select a song from the 10 available on the screen, or select "shuffle" for a randomly selected track.

The Display



Along the top of the game screen is a **Points Bar**, showing the breakdown of your total points per trick. The items in the **Points Bar** are:

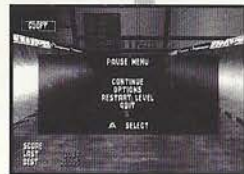
- Stance, displayed as **REGULAR** or **GOOFY** (dependent on which stance your skater normally uses).
- The degrees of your **Rotation**, shown for each trick. Use the L Trigger and R Trigger for greater rotation.
- The name of each **Trick**.
- A **Timer**, displaying how long you hold each trick.
- A **Point Total** for all the factors, added up.

Just beneath the **Points Bar**, your tricks for each combo will be shown in order, with a point total for that set of tricks.

Your total points and other useful information (time remaining, etc.) are shown in the bottom left corner of the display.

Pause Menu

Press **START** to pause the game. While paused, you can change the musical selection or alter the volume controls.



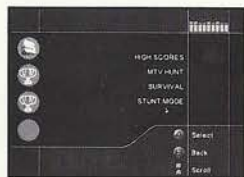
- Continue:** Resume game play.
- Options:** View the in-game Option Menu (see pg. 9)
- Restart Level:** Start over from the beginning of the level.
- Quit:** Exit the game and return to the Main Menu.

High Scores

To view the **High Scores**, press **←/→** on the D Button to switch tracks and **↑/↓** to toggle the scores. **MTV SPORTS™: SKATEBOARDING™**

featuring Andy Macdonald stores data for each track in two categories:

- Top 5 overall scores.
- Top 5 best times.



Skating Tips

- When you begin, complete smaller tricks to gain momentum. As you pull off more tricks, you will gain more speed to propel you into the air. You will then be able to complete the more difficult tricks.
- Don't forget about the Flatland tricks! Put some Flatland combos together for big points!
- The ability to grind a rail is just as important as being able to ollie off a vert ramp. Use the rails to your advantage.
- Press the rotation buttons while in the air for more points.

Beginner Tricks

Before you can land the big ones, you need a good understanding of the basics. If you're really serious about skating, try the following tricks. Be sure to wear protective gear at all times!

OLLIE

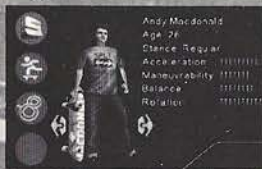
Master the Ollie first to perform other tricks. First, put your front foot on the middle of your board near the screws, with your back foot on the tail. Push down (hard) on the tail. Slide your front foot up the board just before the tail hits the ground – your board will become airborne. Keep your knees bent to land the trick.

KICK FLIP

A Kick Flip is basically an Ollie with the board flipping over once. To do a Kick Flip, position your feet the same as for the Ollie, but with your front foot at a 45° angle away from you. Push down (hard) on the tail and slide your foot up the board at an angle, so it goes off the corner of the nose. The board will flip between your legs – catch it in mid-air when the grip shows to land the trick.

After mastering the Ollie and Kick Flip, you can begin to experiment with the Heel Flip, Varial and Pop-Shoveit tricks. Performing variations of each trick will get you on your way to becoming a pro!

The Pro-Skaters



Andy Macdonald



Jen O'Brien



Keith Hufnagel



Alan Petersen



Brian Howard



Stevie Williams



Colin McKay



Rob Dyrdek



Heidi Fitzgerald



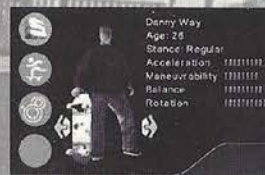
Scott Johnston



Josh Kalis



Salvador Barbier



Danny Way



Rick Howard

The Music

"Street Carp"

Deftones
(Deftones)
(c) 2000 My Rib is Broke/Maverick Music/WB Music Corp. (ASCAP)
(P) 2000 Maverick Recording Company
Produced Under License From Warner Bros. Records Inc.
By Arrangement With Warner Special Products



"Might Be A Dream" **PENNYWISE**

Performed and Written by Pennywise
From the Album "Straight Ahead"
(p) 1999 Epitaph. © 1999 Pound Foolish (BMI)
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www.pennywisdom.com
www.epitaph.com

"Sugar" **SYSTEM OF A DOWN**

From the Album "Sugar EP"
Performed by System of A Down
Written by Daron Malakian, Serj Tankian,
Shavo Odadjian and John Dolmayan
(p) 1998-1999 Courtesy of The American
Recording Company, LLC. By Arrangement with
Sony Music New Media Licensing
© 1998-1999 Sony/ATV Music Publishing LLC

"Rock Superstar" Radio Edit

Performed by Cypress Hill
Written by L. Freese/S. Reyes/L. Muggerud
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Columbia Records. By Arrangement with Sony
Music New Media Licensing
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Phreaks Ada Phunk Music/BMG Songs, Inc. (ASCAP) &
Soul Assassins Music (ASCAP)
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"Climbing" **PILFERS**
From the Album "Chawaleng"
Performed and Written by Pilfers
(p) 1999 Mojo/Universal Records
Under License From Universal Music Enterprises
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www.pilfers.com
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snapcase

"Twentieth Nervous Breakdown"

From The Album "Designs For Automation"
Performed and Written by Snapcase
(p) 1999 Victory Records
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www.victoryrecords.com



"Militant"
From the Album "On The Verge"
Performed and Written by Flashpoint
(p) 2000 Atomic Pop, LLC
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www.flashpoint12.com
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"Life Size Mirror"

No Use For A Name
From The Album "More Betterness"
Performed by No Use For A Name
Written by Tony Sly
(p) 1999 Courtesy of Fat Wreck Chords
www.fatwreck.com
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"Heaven is a Half Pipe"

From the Album "Menace to Sobriety"
Performed and Written by OPM
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OPM Den Music (ASCAP)
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"I'm Down"

GOLDFINGER
From The Album "Stomping Ground"
Performed by Goldfinger
Written by Feldmann/Paulson
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RHINO

THQ Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **37001** Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
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